Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the

application:

Listing of Claims:

Claim 1 (Cancelled)

Claim 2 (Currently Amended) The token according to Claim ~~1~~35, wherein:

the storage section includes flash memory, and

the integrated circuit chip includes a microcomputer, a control gate array, and a

connector.

Claim 3 (Currently Amended) The token according to Claim ~~1~~35, wherein the

game initial data includes a character data set regarding a the character controlled by ~~a~~

the player with the gaming machine, a bonus data set, or a combination thereof.

Claim 4 (Currently Amended) The token according to Claim ~~1~~35, wherein the

game initial data stored in the storage section is selected randomly from a game initial

data group.

Claim 5 (Currently Amended) The token according to Claim ~~1~~35, wherein the

game initial data has a bonus data set providing a predetermined profit in a game.

Claim 6 (Cancelled)

Claim 7 (Currently Amended) The token according to Claim

~~1~~35, wherein the token is utilized for providing a strategic simulation game.

Claim 8 (Currently Amended) A figure for a gaming machine, comprising:

a form ~~resembling a character~~identifying one of a plurality of characters which is

used in the gaming machine; ~~and~~

a base portion to which the form is attached; and

~~wherein~~ a token having an integrated circuit chip with a storage section for

storing at least ~~a~~game initial data, and being~~is~~ attachable to and detachable from the

base portion;

wherein the game initial data stored in the storage section is read by the gaming

machine when the figure with the token is set on the gaming machine.

Claim 9 (Previously Presented) The figure according to Claim 8, wherein:

the storage section includes flash memory, and

the integrated circuit chip includes a microcomputer, a control gate array, and a

connector.

Claim 10 (Currently Amended) The figure according to Claim 8, wherein the

game initial data includes a character data set regarding ~~a~~ the one character ~~controlled~~

~~by a player with the gaming machine,~~ a bonus data set, or a combination thereof.

Claim 11 (Previously Presented) The figure according to Claim 8, wherein the game initial data stored in the storage section is selected randomly from a game initial data group.

Claim 12 (Currently Amended) The figure according to Claim 8, wherein the game initial data has ~~a~~ bonus data providing a predetermined profit in ~~a~~ the game.

Claim 13 (Cancelled)

Claim 14 (Previously Presented) The figure according to Claim 8, wherein the token is attached to the base portion in order to provide a strategic simulation game.

Claims 15-24 (Cancelled)

Claim 25 (Newly Added) A token for a gaming machine on which a player plays a game by controlling one of a plurality of selectable characters, comprising:

a storage section storing at least game initial data, and being attachable to and detachable from a figure identifying one of the plurality of selectable characters;

wherein the game initial data stored in the storage section is read by the gaming machine when the figure with the token is set on the gaming machine.

Claim 26 (Newly Added) The token according to Claim 25, wherein:

the figure is a three dimensional representation of the identified character.

Claim 27 (Newly Added) The token according to Claim 25, wherein:

the game initial data is data for the identified character selected from a plurality of

game initial data which includes condition data for each of the plurality of selectable

characters;

the condition data for each of the plurality of selectable characters includes a

plurality of different condition data; and

the selected data includes condition data selected from the plurality of different

condition data for the identified character.

Claim 28 (Newly Added) The token according to Claim 25, wherein:

the token has a shape so as to be attachable to the figure by insertion into a

recess in a surface of the figure.

Claim 29 (Newly Added) The token according to Claim 25, wherein:

the gaming machine is configured to dispense, to the player based on progress

of the play of the game, a game coin having a size and a thickness corresponding to a

coin slot for inserting the game coin into the gaming machine to commence or continue

play of the game; and

the token has a size and thickness substantially similar to the size and the

thickness of the game coin.

Claim 30 (Newly Added) The token according to Claim 25, wherein the game initial data includes an identification code identifying the token.

Claim 31 (Newly Added) The token according to Claim 25, wherein the game initial data includes a bonus data set for providing a predetermined profit in the game.

Claim 32 (Newly Added) The token according to Claim 25, wherein:

the gaming machine is configured to commence play of the game only after receipt of a payable value from the player; and

the stored game initial data also includes a bonus data set having the payable value.

Claim 33 (Newly Added) The token according to Claim 25, wherein:

the token is securable in a recess formed in a bottom face of a base portion of the figure.

Claim 34 (Newly Added) The token according to Claim 25, wherein:

the game initial data is selected data from a group of initial data for the identified character.

Claim 35 (Newly Added) A token for a gaming machine on which a player plays a game by controlling a character, comprising:

an integrated circuit chip having a storage section storing at least game initial data regarding the character and being attachable to and detachable from a figure identifying one of a plurality of selectable characters;

wherein the game initial data is selectable from the identified character's initial data and is read by the gaming machine when the figure with the token is set on the gaming machine.

Claim 36 (Newly Added) The token according to Claim 35, wherein:

the game initial data is data for the character selected from a plurality of game initial data which includes condition data for each of the plurality of selectable characters;

the condition data for each of the plurality of selectable characters includes a plurality of different condition data; and

the selected data includes condition data selected from the plurality of different condition data for the identified character.

Claim 37 (Newly Added) The token according to Claim 35, wherein:

the token is attachable to the figure by insertion into a recess in a surface of the figure.

Claim 38 (Newly Added) The token according to Claim 35, wherein:

the gaming machine is configured to dispense, to the player based on progress

of the play of the game, a game coin having a size and a thickness corresponding to a

coin slot for inserting the game coin into the gaming machine to commence or continue

play of the game; and

the token has a size and thickness substantially similar to the size and the

thickness of the game coin.

Claim 39 (Newly Added) The token according to Claim 35, wherein the game

initial data also includes an identification code identifying the token.

Claim 40 (Newly Added) The token according to Claim 35, wherein the game

initial data also includes a bonus data set for providing a predetermined profit in the

game.

Claim 41 (Newly Added) The token according to Claim 35, wherein:

the gaming machine is configured to commence play of the game only after

receipt of a payable value from the player; and

the stored game initial data also includes a bonus data set having the payable

value.

Claim 42 (Newly Added) The token according to Claim 35, wherein:

the token is securable in a recess formed in a bottom face of a base portion of

the figure.

Claim 43 (Newly Added) The token according to Claim 8, wherein:

the token is secured in a recess formed in a bottom face of the base.